



LIFESAVING SOCIETY®
SOCIÉTÉ DE SAUVETAGE

The Lifeguarding Experts
Les experts en surveillance aquatique

Communiqué 2 – March 2004

2004 Canadian Lifeguard Championships – Pool

May 27-30, 2004 – Piscine du Cégep Édouard Montpetit – Longueuil
260, rue Gentilly Est, Longueuil, Québec

REGISTRATION PACKAGE NOW AVAILABLE AT

www.sauvetage.qc.ca or www.lifesavingsociety.com

For additional information

Email your questions to sport@lifeguarding.com or contact:

Rébecca Girard

Société de sauvetage / Lifesaving Society

Phone: 1-800-265-3093 or 514-252-3100 #3588

Fax: 514-254-6232

E-mail: rgirard@sauvetage.qc.ca

CANADIAN COMPETITION MANUAL

The *Canadian Competition Manual* provides competition organizers, officials, team managers and coaches with the definitive rules, standards and procedures for competitive lifesaving in Canada. The manual outlines the events, regulations, and procedures for Canadian championships – both pool and open water – for age group, senior and masters divisions, and it defines the rules for sanctioned competitions.

The *Canadian Competition Manual* is available online at www.lifesavingsociety.com.

You can purchase the manual for \$18.00 (including shipping, handling and tax) from the Lifesaving Society,

322 Consumers Road, Toronto, Ontario M2J 1P8

Phone: 416-490-8844 Fax: 416-490-8877

E-mail: experts@lifeguarding.com

PRIORITY ASSESSMENT EVENT

Priority Assessment, a new simulated emergency response event, will be introduced at the 2004 Canadian Lifeguard Championships in Quebec. (Score sheets follow.)

The Priority Assessment event tests the initiative, judgment, knowledge, and abilities of 4 lifesavers who, acting as a team, apply lifesaving skills in a simulated emergency situation unknown to them prior to the start. This event is judged within a 2-minute time limit.

All teams respond to the identical situation and are evaluated by the same judges.

In Canadian Lifeguard Championships the Priority Assessment shall be conducted without male and female categories. Teams may consist of any combination of males and females.

Security and lock-up

Before the start and throughout the competition, teams are isolated in a secure “lock-up” area out of sight and sound of the competition arena. After competing, a team may observe subsequent teams compete.

See “Security and lock-up” in Section 6 of the *Canadian Competition Manual*.

Event start

One at a time, teams are escorted from lock-up to the pool where, following an acoustic signal, they are confronted with “victims” in various locations who need various types of assistance.

Actors will begin their victim simulations immediately prior to the acoustic starting signal, and as the team enters the competition area. At the acoustic signal competitors respond to the victims in any manner they wish within the 2-minute time limit.

Competition arena

The competition arena shall be clearly defined to all teams in advance. There shall be a clear indication of the location of both entry and exit points from the scenario area (e.g., which pool sides can be used).

Unless otherwise advised, competitors shall assume that the conditions in the competition arena are “as found.”

Victims, manikins and bystanders

Victims shall be role-played by actors who present different problems necessitating different types of aid. Victim types may include *simulated* non-swimmers, weak swimmers, injured swimmers, and unconscious victims. In addition, competitors may be confronted by resuscitation manikins in the role of “victim,” as well as bystanders and swimmers.

Competitors shall be notified before the start if victim type is to be signified by a symbol (e.g., a red/black cross on forehead indicating unconsciousness).

Principles of rescue

Competitors are expected to respond as a group of 4 individual lifesavers acting in a coordinated team under the direction of an identified team leader.

Unlike lifeguards who often work as part of well trained teams in controlled aquatic environments, lifesavers must be prepared to respond appropriately in unexpected emergencies without benefit of specialized equipment, back-up, or established procedures and communications systems. In such circumstances, the personal safety of the lifesaver is paramount at all times and this shall be reflected in the marking sheets.

In brief, rescuers should manage the situation as follows:

- *Mobilize* the mobile
- *Secure* the safety of those in imminent danger
- *Recover* and resuscitate those in need of continuous care

The mobile may include those capable of assisting themselves to safety. Those in imminent danger may include non-swimmers and injured swimmers. Those in need of continuous care include unconscious, non-breathing, or suspected spinal-injured victims.

When carrying out a rescue competitors must remember:

- Rescue from a position offering greatest safety to oneself
- The management of rescue principles
- Approach victims with extreme caution
- Avoid direct personal contact with conscious victims

If entering the water is inevitable, competitors select the most effective techniques for the situation without endangering their own life in any way.

It is important that competitors clearly show their intentions and actions to the judges.

Equipment

Competitors may use all material and equipment available within the competition arena. Competitors may not bring their own equipment into the competition arena.

Start and timekeeping

An acoustic signal will indicate the start and finish of each team's emergency response.

Judging

A judge shall be assigned to an actor or group of actors, and assess all teams in that part of the scenario for the entire competition.

Scoring shall reward the competitors' accurate assessment of which victims take priority. The competitors' assessment of which victims take priority will depend on the nature of the emergency. For in-water victims, competitors should follow these victim priorities in determining whom to help first:

- Conscious, non-swimmers receive top priority
- Weak or injured swimmers
- Unconscious victims and submerged victims

Disqualification

The following behaviour may result in disqualification:

- i) Receiving outside assistance, direction, or advice.
- ii) Taking any telecommunication device into the security area.
- iii) Using any equipment not provided as part of the event.
- iv) Physically or verbally abusing an actor.

Priority Assessment Event

Victim Score Sheet

Victim:	Judge:
----------------	---------------

RECOGNITION/ASSESSMENT –		
CIRCLE ONE (Max 10)		
Recognition and direct response within:		
0-30 seconds	10	
31-60 seconds	6	
61-90 seconds	3	
91-120 seconds	1	
HAZARDS/ASSISTS –		
CIRCLE ALL (Max 3)		
Avoid or secure hazards	1	0
Selection of an aid that works	1	0
Effective use of selected aid	1	0
ENTRY –		
CIRCLE ONE (Max 10)		
Rescuer remains on deck	10	
Safe, appropriate entry used	5	
APPROACH/REVERSE, READY AND REASSESS –		
CIRCLE ALL (Max 7)		
Approach so that victim cannot grab rescuer (or remains on deck)	1	0
Efficient, speedy approach (or remains on deck)	1	0
Reverse, ready and reassess (or remains on deck)	1	0
Introduce self	1	0
Ask permission to help	1	0
Determine condition of victim	1	0
Determine cause of injury	1	0

TOW/CARRY –		
CIRCLE ONE (Max 10)		
Talk – no contact, not near victim	10	
Not in water when rescuing victim		
Reach or throw, not in water when rescuing victim	8	
Go, no contact, only talking	6	
Tow – no physical contact, tow with aid	4	
Carry, physical contact - necessary	2	
REMOVAL –		
CIRCLE ONE (Max 5)		
Victim removes self	5	
2-person removal	3	
1-person removal	1	
FOLLOW-UP/CARE OF VICTIM –		
CIRCLE ALL (Max 5)		
Maintain ABCs, rest, reassurance, comfortable positioning, treatment	1	0
Organizing assistance	1	0
Informing available helper	1	0
Seeking assistance and EMS if necessary	1	0
Maintains clear, reassuring communication	1	0

Raw score: _____ / 50
Priority multiplication factor:
 Priority 1 – conscious/non-swimmers X 1.75
 Priority 2 – weak/injured swimmers X 1.50
 Priority 3 – unconscious swimmers X 1.25
 Priority 4 – submerged swimmer X 1.00

Total Score: _____



Priority Assessment Event

Overall Score Sheet

Victim:	Judge:
----------------	---------------

TEAMWORK –	
CIRCLE ONE (Max 10)	
Worked very well as a team	10
Worked well as a team	6
Worked some what as a team	3
CAPTAIN LEADING SCENARIO WITH CLEAR ACTION PLAN –	
CIRCLE ONE (Max 10)	
Leadership skills very well exhibited	10
Leadership skills very well exhibited	6
Leadership skills somewhat exhibited	3
ONE TEAM MEMBER OUT OF WATER	
CIRCLE ONE (Max 10)	
Out of water entire time	10
Out of water most of time	6
Sometimes out of water	3
LOCATION OF VICTIMS –	
CIRCLE ONE (Max 10)	
All victims located	10
Most victims located	6
Some victims located	3
SAFE MOVEMENT ON THE DECK –	
CIRCLE ONE (Max 10)	
All members moved safely on deck	10
Most members moved safely on deck	6
Some members moved safely on deck	3

SAFE ENTRY AND EXIT FROM POOL	
CIRCLE ONE (Max 10)	
All members enter and exit safely from pool	10
Most members enter and exit safely from pool	6
Some members enter and exit safely from pool	3
GATHERING, SAFE USE AND MANAGEMENT OF EQUIPMENT –	
CIRCLE ONE (Max 10)	
All members are safe	10
Most members are safe	6
Some members are safe	3
EFFECTIVE IDENTIFICATION AND MANAGEMENT OF HAZARDS –	
CIRCLE ONE (Max 10)	
All members identify and management hazards	10
Most members identify and management hazards	6
Some members identify and management hazards	3
CONCERN FOR SAFETY OF SELF AND OTHERS –	
CIRCLE ONE (Max 10)	
All members concern for safety of self and others	10
Most members concern for safety of self and others	6
Some members concern for safety of self and others	3
COMMUNICATION WITHIN TEAM MEMBERS –	
CIRCLE ONE (Max 10)	
All members communicate within team	10
Most members communicate within team	6
Some members communicate within team	3

Total Score: _____ / 100